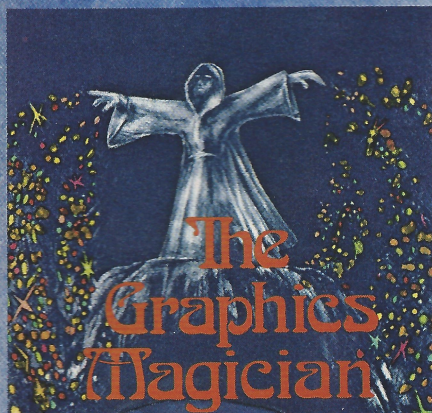


# penguin software



The Leader in Apple Graphics



by Chris Jochumson and Mark Pelczarski

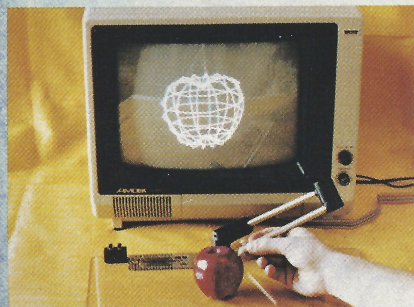
Now anyone can put professional graphics into their own programs. *The Graphics Magician* contains machine language animation routines that use the same techniques as most of the popular Apple arcade games. Three animation editors let you design your figures, their paths, and assemble animation with up to 32 independent objects. Also included is a hi-res

picture/object builder that lets you store hundreds of 100-color pictures on a single disk and recall them quickly from your own programs. These exact routines are being used in the new graphic adventure games from Scott Adams' *Adventure International*. Plus, a new shape editor greatly extends the capabilities of Apple shape tables with multicolors and angles that are preserved on scaling. All design of graphics is done through menu-driven editors; to use in your programs, just attach our machine language routines. Extensive documentation makes this package easy to use for the beginning programmer, yet flexible enough for the most advanced.

Add a New Dimension  
to your Apple!  
with

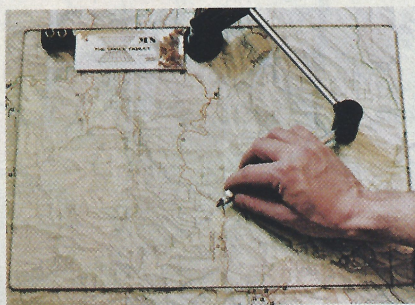
## THE SPACE TABLET a 3-D Graphics Tablet

**MCS**  
micro control systems, inc.



This incredible new device produced by Micro Control Systems, Inc. functions as a standard graphics tablet in two dimensions, until you decide to expand to real-world 3-dimensional input. Now you can trace 3-D objects, either real or imaginary, then view and modify them in 3-D perspective with your Apple computer. The 16"x13" tablet comes with a customized

version of *The Complete Graphics System*, specifically designed to accept input from three dimensions. In addition, the *Space Tablet* includes machine language software that allows you to design your own programs using 3-D input. This unique hardware/software package also comes at a very palatable price -- half the cost of most standard graphics tablets. See your Penguin Software dealer today!



The Complete Graphics System II  
paddle/joystick version \$69.95  
Apple Tablet or Hi-Pad version \$119.95

Additional Fonts and Character Sets  
for The Complete Graphics System  
(50 fonts on two disks) \$19.95

The Graphics Magician  
paddle/joystick version \$59.95

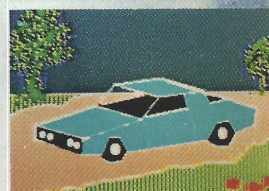
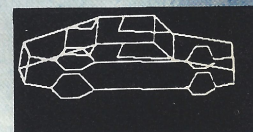
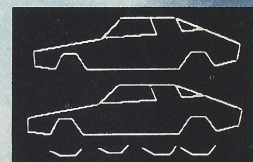
Special Effects  
paddle/joystick version \$39.95  
Apple Tablet or Hi-Pad version \$69.95

The Space Tablet, with custom version of  
The Complete Graphics System \$395

## THE COMPLETE GRAPHICS SYSTEM II

by Mark Pelczarski

This improved version of the already popular *Complete Graphics System* is a complete and easy to use 2-dimensional and 3-dimensional graphics design package for the non-programmer. Create color screen images with lines, circles, ellipses, automatic 108-color filling, and "paintbrushes". Use high-resolution text anywhere on the screen in dozens of colors. Create and edit shape tables, and shrink pictures for multiple displays. Amazing 3-D routines let you draw the parts of 3-D objects on the screen, then assemble, rotate, and edit them visually in true 3-D perspective. All the software is easy to use, even for the novice. Programmers can use the graphics, and even our machine language routines, in their own software. This one package gives you more than most other graphics software packages combined. Find out why *The Complete Graphics System* is top rated in Apple graphics.



Development of a 3-D image using  
The Complete Graphics System.

## Special Effects



by Mark Pelczarski

Like nothing else on the market, this unique software package allows you to escape the "coloring book" approach to computer graphics, giving you a palette of 108 colors and 96 different brushes for creating or enhancing color computer images. Also included is a magnifying mode that lets you magnify images 2 or 4 times and edit them point-by-point, a "picture packer" that lets you store images in a fraction of the space normally taken, and a set of tricks that allow you to reverse colors, perform mirror images, and move parts of screen images around and to other pictures. *Special Effects* is great as a stand-alone package -- or the perfect complement to *The Complete Graphics System*.

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advertently omitted from the Top Thirty list last month. Had it been properly credited with fourteenth, all programs from fourteen down would have dropped one place.

Significant shake-up occurred in the bottom half of the list, with eleven programs being dropped from the list and ten new ones taking their places. New to the Top Thirty are *Time Zone*, *Jawbreaker*, and *Crossfire* from On-Line Systems, *Swashbuckler* from Datamost, and *Mastertype* from Lightning Software. Regaining the Top Thirty were *Flight Simulator* from SubLogic, *PFS: Report*, *BPI Accounts Receivable*, and *Raster Blaster*.

Most of the respondents in this month's poll had had the opportunity to see SubLogic's new pinball entry, *Night Mission*, and all reported heavy April sales that should find that

## Home 10

This Last  
Month Month

- |     |    |  |
|-----|----|--|
| 1.  | 1. | <b>Home Accountant</b> , Bob Schoenburg, Larry Grodin, and Steve Pollack, Continental Software |
| 2.  | 2. | <b>Tax Preparer</b> , James Howard, Howard Software  |
| 3.  | 3. | <b>Personal Finance Manager</b> , Jeffrey Gold, Special Delivery Software, Apple Computer      |
| 4.  | 6. | <b>Mastertype</b> , Bruce Zweig, Lightning Software  |
| 5.  | 4. | <b>Typing Tutor</b> , Image Producers, Microsoft   |
| 6.  | 8. | <b>Tax Manager</b> , TASO, Micro Lab   |
| 7.  | 9. | <b>Data Capture 4.0</b> , David Hughes and Goerge McClelland, Southeastern Software            |
| 8.  | 9. | <b>ASCII Express</b> , Bill Blue, Southwestern Data Systems                                    |
| 9.  | 7. | <b>Home Money Minder</b> , Bob Schoenburg and Steve Pollack, Continental Software              |
| 10. | —  | <b>Tax Beater</b> , Jack and Carol Lennard, DataMost   |

## Hobby 10

This Last  
Month Month

- |     |    |   |
|-----|----|---|
| 1.  | 2. | <b>Utility City</b> , Bert Kersey, Beagle Bros                        |
| 2.  | 4. | <b>DOS Boss</b> , Bert Kersey and Jack Cassidy, Beagle Bros           |
| 3.  | 1. | <b>DOS Tool Kit</b> , Apple Computer                                  |
| 4.  | 6. | <b>DOS 3.3</b> , Apple Computer                                       |
| 5.  | 3. | <b>Zoom Grafix</b> , Dav Holle, Phoenix Software                      |
| 6.  | 5. | <b>Locksmith 4.0</b> , Omega Microware                                |
| 7.  | —  | <b>Program Line Editor</b> , Neil Konzen, Synergistic Software        |
| 8.  | —  | <b>Bag of Tricks</b> , Don Worth and Pieter Lechner, Quality Software |
| 9.  | —  | <b>TASC</b> , James M. Peak and Michael T. Howard, Microsoft          |
| 10. | —  | <b>LISA 2.5</b> , Randy Hyde, On-Line Systems                         |

program bounding into the top ten. Other new programs that seemed to be doing well in April were *Eliminator* from Adventure International and *Microwave* from Cavalier.

There were few changes in the specialized entertainment listings, but one of them may be significant. Sirius Software released their first hi-res adventure, *Kabul Spy*, and placed fourth in the Adventure Five. Another interesting fact of the Adventure list was the prominence of *Time Zone*, On-Line's ultimate hi-res adventure at eight disks and a \$99.95 price. That it led all adventure games and nudged into the Top Thirty ratifies Roberta and Ken Williams's decision to go for a magnum opus.

*Hi-Res Computer Golf* regained a position on the Strategy Five list, but *Castle Wolfenstein* remains the dominant program. The resurgence of *Flight Simulator* sales pushed it back to second with *Robot War* dropping to fourth and *Sargon II* dropping to fifth.

The continuing popularity of Automated Simulations's Apshai series manifested itself in the Fantasy Five list

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